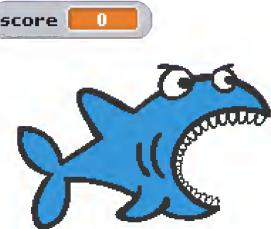
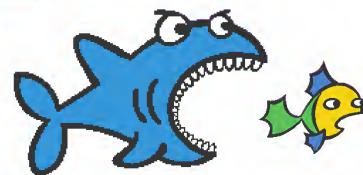


Keep Score

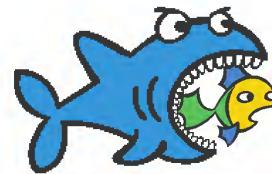
Add a scoreboard to your game.



score 0



score 1



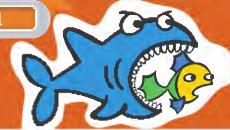
<http://scratch.mit.edu>

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SCRATCH

Keep Score

score 1



Motion

Control

Looks

Sensing

Sound

Operators

Pen

Variables

Make a variable

GET READY

Go to Variables

Click **Make a variable**

Type "score" for the variable name and then click OK.

TRY THIS CODE

```
when green flag clicked
  set [score v] to [0]
  forever
    turn (pick random -30 to 30) degrees
    move (5) steps
    if touching [small fish v]
      change [score v] by (1)
      play sound [chomp v] until done
      move (-100) steps
```

Use the pull-down menu to select the sprite you're chasing.

Increases the score by 1.

DO IT!



Click the green flag to start.

Make A Card



1. Fold the card in half.



2. Put glue on the back.



3. Cut along the dashed line.